PHANTOMS

PROLOGUE

THE ECO PHANTOMS

Universal nuclear war had left a trail of destruction throughout the furthest quarter of the Strax System leaving many planets a mere wasteland and helplessly infertile. Groups of inhabitants tried for years to try and rebuild their destroyed worlds but the forces of nature were not on their side. It was clear that this time the war mongers had gone too far. Outside the galactic quarters charities from other belts of the universe offered some help to try and rebuild what was left of the doomed Nine Planet Circle. Three years later the "Lost Quarter" ceased communications with all other civilisations.

Time passed and many years later a glimmer of hope began to radiate from one of the dying planets. A young unnamed warrior had been creating the ultimate operational plan to restore life back to the lost worlds. Not far from the Quarter's outer regions orbited a small rich fertile planet called Lydondimania. The warriors plan was to create a machine capable of extracting the planet's natural wealth and resources and then transport them back to the once beloved home planets.

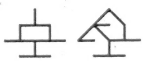
Some of the other inhabitants discovered this attempt to plunder an innocent planet and attempted to foil the murderous plan. The young warrior was not to be bargained with, he had the majority of what was left of the Nine Planet Circle backing him, and his plan to restore life to their dying worlds. Any opposition was swiftly dealt with by secret guards and many of the inhabitants who had opposed their plan began to disappear.

The first operation was a complete success, an entire planet totally drained, thus restoring new life to various parts of the Planet Circle. All the inhabitants of the planet Lydondimania had either been murdered or enslaved within prison camps.

With all the materials obtained from the raid the warrior built a powerful fleet of armed ships capable of removing life from an entire galaxy. The flag ship "Planet Drainer" was the largest structure to have ever been built and dwarfed many small moons. War was being launched on all life.

The forgotten Quarter was soon to be remembered .....

The **ECO PHANTOMS** were hungry for new life .....



STARSHIP'S LOG

E.T.A. **04:46:47:08**

Only another few hours left and I would be home. Six years away from Earth was too long even for a well paid delivery contract, but that was over and done with, I had been paid with a cheque that was so large that they had to write out another just to fit the noughts on. Ridiculous as it might seem even something as crazy as that seemed petty compared with getting back to a planet where you don't have to order a drink and consume it in some bizarre hell hole filled with spacers who drink through parts of their body that I didn't even know existed.

E.T.A **03:58:57:02**

Where was that radio contact, I couldn't pick up a thing, even the computer was unable to locate a station, I suppose that the radio had been left on for so long that it just stopped working, or maybe they had been having some sort of electrical interference .... but that would have to be pretty big for nothing to get through.

E.T.A. **03:01:17:09**

I had another two hours to go before arrival procedures began and I was already strapped down. Why was I getting so impatient after so many months of travelling when Earth was now within view.

E.T.A. **01:03:43:01**

At last I can start the landing procedure, but still no radio contact, what's going on? Why can't I see the moon. Surely I can't have approached from the wrong side .....

E.T.A **00:21:33:03**

The events of the last few minutes happened with such speed that they almost seemed like a dream.

I had been intercepted by a small zeppelin type craft and my ship had been trapped in some kind of tractor beam and boarded. With no time to lose I hid myself in one of the storage panels by the door and waited for my unwelcome visitors ....
A huge blast came from the main door and soon after I heard the running footsteps of some three or four troopers making their way towards the flight deck.

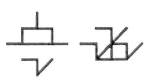
As if by instruction I clambered out of my hiding place and made my way through the thick burning smoke towards the main door that led to the docked alien ship. Slowly I edged my way through the corridor to the doors control panel and hit the button .... It opened ... and then suddenly an alarm went off. I was doomed and the guards would soon be back. The chilling sound of their returning footsteps came echoing through the corridor. Through the smoke I could see the faint black outline of my enemy, but detracting from everything was the menacing glow of what must have been their eyes. I ran into the alien ship not thinking. Suddenly without warning the doors slammed shut and the enemy was gone. All except for a horrible apparition lying on the floor by the door resembling a metallic claw clutching a steel ball. When the door had closed one of the guards must have attempted to run through, but only to be crushed by the sliding door.

I was alone. The passenger hold presented row upon row of vacant seats. There was an engine room where the turbines were still spinning but no workers to operate them. There was even some sort of laboratory and at the far end of the ship close to the front cockpit I found a chamber filled with four strange levitating robots.

Finally, I arrived at the flight control deck and went straight to the control panel. I sat down and before me lay a set of controls and a video screen depicting a map of the Earth with five domes placed over it, one of these was flashing violently. As if some magical force was controlling my hand I placed the metallic ball, which I had plucked from the aliens hand earlier, and placed it into a prominent recess of the control panel.

The control lights came on and the ship began to move but very slowly. What now? Is it possible that the Earth that I once knew had been invaded by these creatures. I touched the flashing dome on the monitor. The ship launched itself forward at warp speed and I was thrown back in my seat unable to move.

In front of me I could see Earth rapidly approaching .....



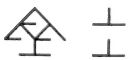
OBJECT OF THE GAME

You have Hijacked an ECO zeppelin. You must now learn how to fly and control the vessel whilst engaging with all types of enemy craft and confrontations in order to retrieve vital computer information. This information is stored in 'spheres' which can be found amongst various pieces of machinery. You need to collect a full set of spheres for reprogramming the main control computer on the flagship Planet Drainer.

HOW TO PLAY THE GAME

You must understand and monitor all of your ships cockpits in order to survive. As you play the game it is essential to create a map to identify the uncharted land. By using the ship's code creator you will be able to enter the required areas, enter buildings, retrieve supplies and avoid confrontations. After you have sweated through the deserts of the first level you must then enter the underwater world of the second level and encounter new and strange ECO structures. Finally, you must enter the world of the Polar ice caps and brave the extreme weather conditions and equally strange and bizarre creations.

When your mission to subvert the Eco Phantom's grip on the Earth has been completed you must confront the flagship Planet Drainer's main control computer. The computer data that you will have gathered on your journey through the domes will enable you to instruct the computer to withdraw all Eco Phantom's craft from Earth forever. For this data to enter the computer you must solve the three problems set.



THE LANDSCAPES

Within the three different domes that you enter you will be confronted by various obstacles including other Zeppelins. To the enemy you are one of them .... don't forget your flying one of their ships.

If you encounter another zeppelin and convince the crew that you are where you should be by giving the appropriate area clearance code, you might be able to avoid a confrontation. The various patrols of Scout craft operate in the same way except there are more to deal with.

The first stage :

The Deserts of Africa

Within this dome you will be confronted by a network of dredged soil and sand. The Zeppelins survey the gullies in search of any intruders and to make life easier deploy fields of mines just to test your skills.

The second stage :

The Pacific

Having completed the first dome you will now be plunged miles down below the surface of the ocean. The water is dark and like the desert there are unpredictable weather conditions which can even reach you below the surface. Within this underwater dome you will encounter even more desperate conditions and an even more demanding enemy.

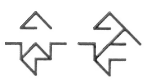
The third stage :

The North Pole

Finally you will enter the bleak world of the Arctic where the extraction of the Earth's resources continues. Conditions couldn't get much worse. Installations are even harder to find and if you try to gain entry it is going to take more than asking nicely. Codes become even more complex, attacks more prevalent and the weather is not exactly the type that you might choose for an afternoon cruise.

Finally

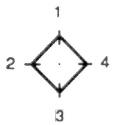
After closing down the three remaining domes, your last task is to reverse the damage created by the ECO PHANTOMS. This will involve your ship returning to the PLANET DRAINER where you will have to reprogramme the main control computer.



MOVING WITHIN THE GULLEYS

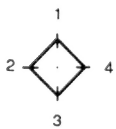
To fly your ship you move your cursor around the screen and one of the pointers on the cursor will illuminate indicating the direction in which the ship would move if requested to do so. To request movement click the left mouse button.

Standard 360° Movement



1. Forward
2. Around to left
3. Backward
4. Around to right

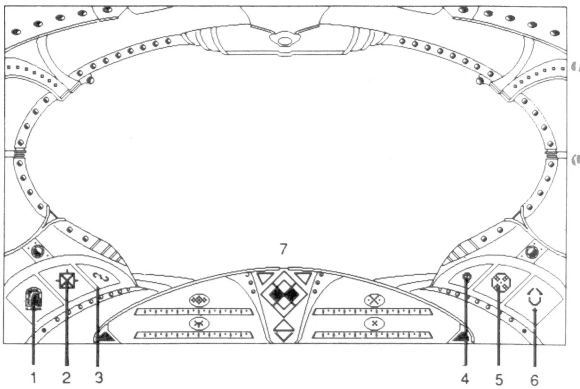
Shift Movement



1. Forward
2. Left across gulley
3. Backward
4. Right across gulley

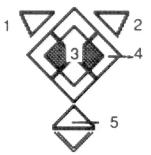
MAIN COCKPIT

1. Robot Bay
2. Laser Cannon/Return to gulleys
3. Virus Laboratory
4. Passenger Hold
5. Engine Room
6. Sphere Manipulator
7. Possible Direction Indicator



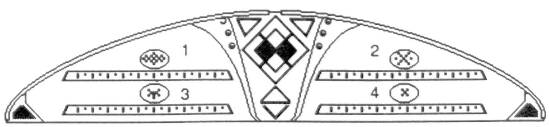
Direction Indicator

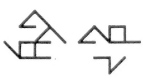
1. No further movement to left possible
2. No further movement to right possible
3. Indicates possible exits North, East, South and West
4. Indicates North
5. Indicates that craft is centred within gulley



Level Indicators

1. Virus infection
2. Laser cannon packs
3. Shield
4. Laser packs

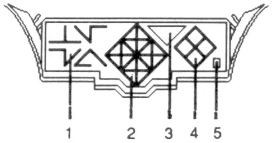




COMMUNICATOR

The communicator panel will drop down when needed. It is a security device which will be called by enemies outside your ship in order to determine whether or not your ship has security clearance for a particular area.

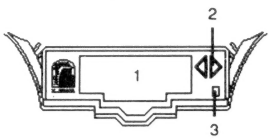
Screen One



Screen one is used to create the codes and send the codes

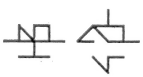
1. Symbols to create codes
2. Grid on which created code appears
3. Timer
4. Current quadrant indicator
5. Move to screen 2

Screen Two



Screen 2 is used to view the codes which are stored

1. Current code display
2. Move forward or backwards through stored codes
3. Move to screen 1



Creating a Code

1. Decide upon which code is to be created by viewing your codes stored in screen two. Be sure that you know the pattern of the code, as returning to screen two, once code creation has begun is not possible.
2. Moving to screen 1 will set off the timer. The timer will count down initially in order that you may assess the situation.
3. When the current quadrant indicator lights up, click upon the required symbol and it will appear within the first quadrant of the grid. If a mistake has been made click again on the same symbol and it will disappear from the grid.
4. Once the timer has counted down for that quadrant the next quadrant will become current, proceed as for the first quadrant. If the symbols for the current quadrant have been entered before the timer has finished click the next quadrant on the current quadrant indicator and it will move on to the next quadrant.
5. When the fourth quadrant has been completed the code will be sent. If it is correct you will be allowed to proceed. If incorrect prepare to do battle.

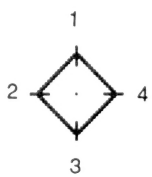
As your Zeppelin is stolen, the first code for entry to the nearest building from the start of each level, is already provided in the ship's memory. The computer in each building will automatically provide the entry code for the next nearest building, having been activated by the presence of one of your robots.

The last code in the last building takes you to the next level.

LASER CANNON

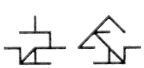
The laser cannon is a powerful weapon to be used only on the buildings and may only be used when the ship is stationary. Movement of the cannon is controlled by the cursor.

1. Cannon up
2. Cannon left
3. Cannon down
4. Cannon right



Firing

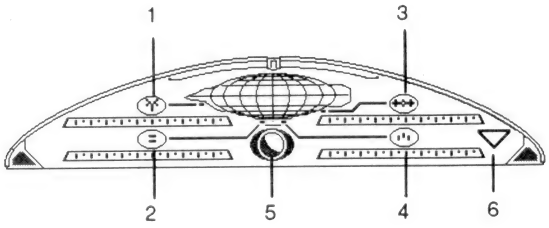
Click right mouse button.



COLLECTOR

Picking up Spheres

To pick up spheres the collector panel must be accessed by clicking at the base of the direction indicator. (Main Cockpit.)



Collector Screen

1. Entry spheres level
2. Shield spheres level
3. Data spheres level
4. Conductor spheres level
5. Enable spheres to be picked up
6. Return to main cockpit

Distribution of Spheres

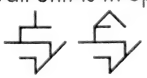
Shield spheres will automatically be added to main shield when required.

At various places within the gullies there are a number of wall units and conductors that are positioned at the side of the gullies - so look carefully for them!!

The entry wall units will, once an entry sphere is placed into them, open walls leading to new areas of the map.

The conductors will disable the weather conditions within particular areas when conducter spheres are placed into them.

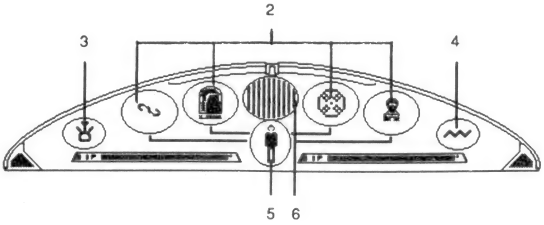
To enter a sphere click the collector icon. The sphere manipulator will then appear. Place the manipulator over the wall unit or conductor and click the mouse button. Flashing of the manipulator will indicate that the wall unit is in operation.



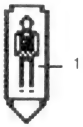
PASSENGER HOLD

The passenger hold is the area in which the rescued prisoners and supplies are stored. The passengers must be fed and watered and when healthy sent to different areas of the ship to help maintain them.

CONTROLS



1. Water/Food Feeder
2. Assignment Selector
3. Food Indicator
4. Water Indicator
5. Send Passenger
6. Supply Level Indicator



PROCEDURES

Feeding

1. To administer food or water click on the relevant icon and a feeder will appear.
2. Point the indicator at the relevant passenger and click to feed one unit.

Assigning a Passenger to Work

1. Click the symbol for the required room
2. Point the indicator at the required passenger and click
3. The passenger will now have appeared in the required room

CHECKING LEVELS OF STORES

1. Click on the required type of stores and the number of units will appear in the central indicator.

	FOOD
	WATER
	LASER SHELLS 1
	LASER SHELLS 2
	FUEL
	SYRUM
	OIL
	XPLO + SERVICE
	REPAIR

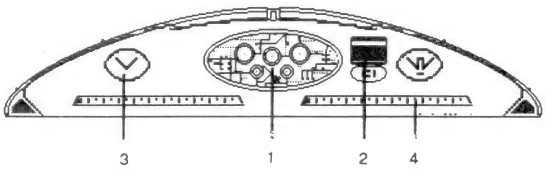
THE ENGINE ROOM

Function

Before you can set out on your adventure throughout the gulley network you must start up your ships turbines to a suitable speed.

Controls

1. Servicer
2. Throttle
3. Oil Level
4. Fuel Level



Turbines

The ship is controlled by five turbines which power the ship and allow it to do all the different manoeuvres. Each turbine represents a separate function of the ships functions :

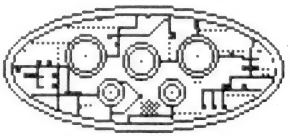
Central Turbine: Reverse

Top Left: Rotate right and forward thrust

Top Right: Rotate left and forward thrust

Bottom Left: Shift right and forward thrust

Bottom Right: Shift left and forward thrust



When the ship has been started the turbines will be shown whizzing around generating the power needed to control their functions.

PROCEDURES

Turbine Servicing

After a certain length of time of continuous running the turbines require a small amount of oil to cool them down. If you neglect the procedure of adding oil the turbine will continue to overheat and will eventually seize up and be irretrievably damaged.

Servicer

To see if it is necessary whether a turbine requires any oil, observe the servicer in the centre of the control panel. This will indicate a flashing red dot in the centre of the turbine which means it is in need of oil. To administer the oil click onto the flashing red dot.

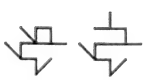
If you enter a situation where you don't have enough oil to service more than one turbine it must be a decision on which control is more important. By reducing the speed you can also prolong the life of an overheated turbine.

Oil and Fuel

All reserve packs of oil and fuel are stored in the passenger hold and when required will be added by workers.

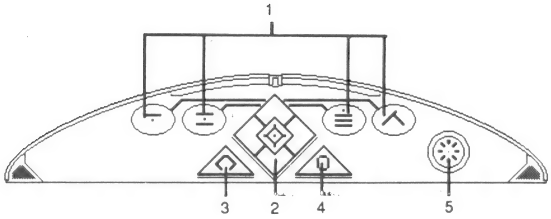
Throttle

To increase speed click left button above throttle. To decrease speed click right button below throttle.



THE ROBOT CHAMBER

1. Robot selector
2. Repairer
3. Load explosives
4. Unload robot
5. Despatch Robot (lift icon).



Function

The robot chamber is the area in which the four robots are kept and maintained. The robots are sent on duty from this room and their collections must be unloaded after each mission.

You can never leave your ship until your mission is complete, however you have four highly trained robots that you can send into the installations to retrieve supplies for your ship. Once you are in the Chamber your four robots will be awaiting your command and ready for action with fully charged shields and lasers. All you have to do is decide who you want to send. The factors that you should consider are time, speed and holding capacity. As all four robots have their own specialist areas this allows you to plan your attacks.

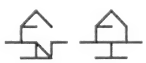
PROCEDURES

Sending a robot on a mission

Once you have decided on the robot to send into an installation select the appropriate corresponding icon by clicking onto it and the icon will light up. This means that the robot is ready to be sent out via the lift. Once the lift icon has been activated the selected robot will slide forward and down the chute. Once the robot has departed there will be a short deployment time. As soon as the robot has gained entry into the installation, the robot will send a transmitted video signal to your main cockpit allowing you to control your robots movements.

Robot Repairs

Your robot may sustain some damage during the game and the amount sustained from each mission will be visible to you as metallic wounds on the robots structure. The robot will only be able to take a set amount of damage before it is completely destroyed. To avoid this you must keep a constant check on the robots conditions after each battle to allow yourself time to attend to repairs before entering any further battle sequences.



To repair your robots select the weld icon (in the centre of the screen). Once activated a welding tool will appear with one packs worth of repairs. By clicking the tool exactly over the damaged area the robots wound will be repaired. However, if the target area is not exact and covering all of the wound the weld will fail and a unit of repair will be lost. The number of possible repairs is indicated in the centre of the tool.

Unloading a Robot

After a battle the robot will require unloading. The first button will unload the robot. Once pressed all the retrieved supplies will be entered into the storage areas within the Passenger hold. If the robot is not emptied that particular robot will be unable to pick up any fresh supplies from another battle unless the previous supplies are discarded or swapped for new supplies.

Loading Explosives

To enable the robot to set the explosives within the building, the robot must be loaded with explosives. This is done by clicking on the Load Explosives icon.

Controlling Robots within Installations

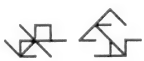
Once inside the building you will pick up the robots video signal. By controlling the robot around the room you must decide as quickly as possible what you want to collect. Whilst doing this you must also fight off any attacking guards.

The next operation to perform is to locate the buildings main computer and extract it's pass code to the next building. Once you suspect you have located the right computer click onto the "retrieve code" button and your robot will receive the code which is then directly passed into your ship's code creator's memory and displayed briefly on the screen.

Finally, you must instruct your robot to locate the terminal where an explosives pack can be placed. As soon as the robot has located the correct terminal the robot's timer will begin, this gives your robot a limited time to escape and you must discover the code terminal location as quickly as possible before it explodes.

If your robot has sustained to many hits and lost all of it's shield video transmission will be lost, and a few seconds after normal gulley transmission will be resumed. The robot cannot be retrieved and the only sad reminder that you will have of it's service is the empty place that it once occupied in the robot chamber.

Look after your robots .....

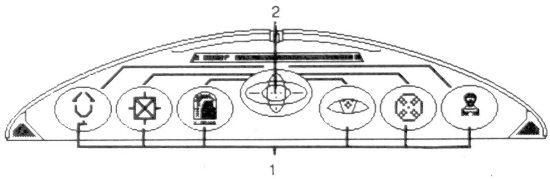


THE VIRUS LABORATORY

Function

This area of the ship is used for curing all other areas of the ship from the effects of the Virus Spheres. The Virus Spheres will randomly attack different parts of the ship at different levels. The overall infection level can be monitored by the meter in the main cockpit.

Controls



1. Room Selector
2. Administer

PROCEDURES

Checking Virus Level

Click on the symbol for the required room. The level of virus infection is displayed on the blue screen.

Creating and Administering Fluid

Click upon the required area and then upon the creator icon. Note : if virus level is zero then no creation will be allowed.

Effects of the virus

The effects of the virus upon each part of the ship will depend upon the degree to which the infection has spread. Operations within that part of the ship will cease to operate if the level of infection reaches maximum.

BUILDINGS

All buildings must be entered to retrieve as many supplies as possible for your ship. Certain objects are only found in specific buildings and all robots are limited by the amount they can carry.

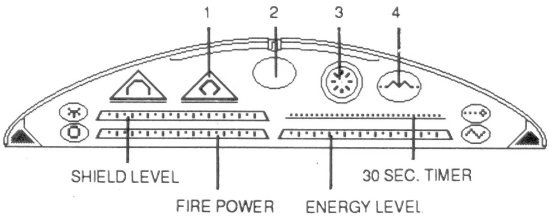
As well as obtaining supplies you must also instruct your robot to locate the computer terminal which holds the entry code to the next installation. Once discovered this will be displayed through the communicator and then logged into it's memory.

To allow your robot to escape you must locate the control panel which releases the door and destroys the control room. Once the timer is set and explosives have been placed the robot will have a limited time to escape. It is advised that the robot collects all supplies before setting the timer. The robot cannot leave until the timer has been activated.

In order to set off either the computer terminal or control panel move your robot alongside a terminal, which are indicated by small lights within the building, and either click the set explosives icon or the retrieve code icon. If it is the correct terminal then the timer will be set or the communicator will drop down indication that a code has been received.

Robot Mission Control

1. Pick up object
2. Current robot indicator
3. Set explosive
4. Retrieve code



Generators

On entering any generator you will be able to retrieve such objects that are used for the running of the ship, fuel and oil. This must be retrieved to keep your zeppelins engine room operating.

Stores

This contains such supplies as food, water and certain weaponry shells. The structure is made up of a series of ramps elevators and platforms which operate without any warning. In all buildings you can retrieve the anti virus fluids to cure an area of the ship which may be infected.

Prisons

They contain your fellow humans which have been enslaved. To ensure smooth running of your ship rescue as many as you can. The prisons also contain other supplies.

CONFRONTATION WITH A BUILDING

After a robot has returned from a mission within a building you will resume normal transmission of the outside of the building. At this stage the buildings security will have you locked into a tractor beam preventing you from escape. This leaves you with one simple choice ... shoot!!! The buildings have extremely thick armour plated walls and your usual cross hair laser will have no effect on the building defences. Therefore you must call up your laser cannon.

The Laser Cannon is a very effective but slow weapon. You must locate the buildings weak spots and destroy it before it destroys you .... A fight to the death.

If for any reason you decide to attack the building before sending your robot in to retrieve the code and supplies the same battle situation will arise. But even if you win you will not be able to gain access to another building as there is no code .... unless you are very good at guessing ...!

AREAS OF EXTREME WEATHER CONDITIONS

Within all the three domes there are areas of extreme weather conditions consisting of electrical storms, wind or earthquakes which can have damaging effects on the players ship. If you enter this area make sure your shield level is high and that you have enough shield pods to counteract any damage that may be received as not only will you have to contend with all the usual Eco forces but the elements themselves. It is possible however to halt the conditions for a limited time only. If you can locate an atmosphere conductor and place a conductor sphere in its recess using the sphere manipulator the effects of the weather will be stopped.

THE COMMON ENEMY - 'VIRUS SPHERES'

The effects of the ECO PHANTOMS constant drilling and extraction of the Earths surface has not only had the predictable effects of global devastation but also, out of the machinery itself, has developed a bacteria which feeds off anything metallic.

The Virus Spheres travel in pairs and settle in a specific area awaiting their prey. Unless you're a crack shot, it is impossible to pass the virus without some kind of devastating effect!

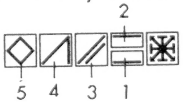
Hitting both spheres will prevent them multiplying into further spheres. Missing both will cause the spheres to multiply and produce two more pairs within the next two locations. Destroying one sphere will cause the surviving sphere to move onto the next location.

The effects of the infection can be monitored and cured in the VIRUS LAB.

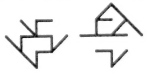
INSIDE THE MOTHERSHIP

Having closed down the remaining domes, your final task is to end the damage created by the Eco Phantoms. To accomplish this you must instruct the main control computer to return the resources to your planet.

You are faced with three equations which you must resolve, using the mathematical symbols of the Eco Phantoms set out below.



Enter your solution to each problem by clicking a combination of the symbols and when complete press the bar at the bottom of the computer to enter the next solution.



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